EVGA | Product Specification Sheet

e-GeForce 8800 GTS w/ACS³

Part Number: 640-P2-N822

- 640MB
- DirectX 10 Support
- Unified Architecture
- PCIe

At A Glance

- 320-bit GeForce 8800 GTS (500MHz clock)
- 640MB 320-bit 1.2ns GDDR3 Memory (800MHz clock - 1600MHz effective)
- 1200MHz Shader Clock
- 96 Stream Processors
- PCI Express x16 Compatibility (PCI Express Compliant)
- Integrated NVIDIA TV Encoder (HDTV, S-Video, Composite - OUTPUT)
- Dual DVI-I Connectors
- 64GB per second memory bandwidth

Interface

- HDTV Support
- DVI-I
- DVI-I

Features

- NVIDIA® unified architecture with GigaThread™ technology
- Full Microsoft® DirectX® 10 Shader Model 4.0 support
- NVIDIA® SLI™ Ready
- 16x full-screen anti-aliasing
- True 128-bit floating point high dynamic-range (HDR) lighting
- NVIDIA® Quantum Effects™ physics processing technology
- Two dual-link DVI outputs support two 2560x1600 resolution displays
- NVIDIA® PureVideo™ technology
- PCI Express® support
- OpenGL® 2.0 support
- NVIDIA® nView® multi-display technology
- Built for Microsoft® Windows Vista™

Driver Support

- NVIDIA ForceWare Unified Driver Architecture (Windows XP/MCE)
- Full DirectX 10 support
- Full OpenGL 2.0 support

Dimensions

- height: 4.376in - 111.15mm
- length: 9in - 228.6mm

Resolution Chart

	8-Bit	16-Bit	32-Bit
640 x 480	240Hz	240Hz	240Hz
800 x 600	240Hz	240Hz	240Hz
1024 x 768	240Hz	240Hz	200Hz
1152 x 864	200Hz	200Hz	170Hz
1280 x 960	170Hz	170Hz	150Hz
1280 x 1024	170Hz	170Hz	150Hz
1600 x 1024	120Hz	120Hz	100Hz
1600 x 1200	120Hz	120Hz	100Hz
1920 x 1080	100Hz	100Hz	85Hz
1920 x 1200	100Hz	100Hz	85Hz
1920 x 1440	85Hz	85Hz	75Hz
2048 x 1536	75Hz	75Hz	60Hz
2560 x 1600			60Hz

Refresh rates shown are the highest obtainable and are monitor dependent. Resolutions, pixel depths and refresh rates are driver dependent and may not be available in all applications or operating system.

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